COUNTERMOVES

The Game Zine

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Small Games For BIG Fun

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COUNTERMOVES

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Volume 1 Issue 4

In This Issue

Maps and Counters for Harvest the Wind and the Scenerio Sheet for Steel and Crystal are included as inserts.
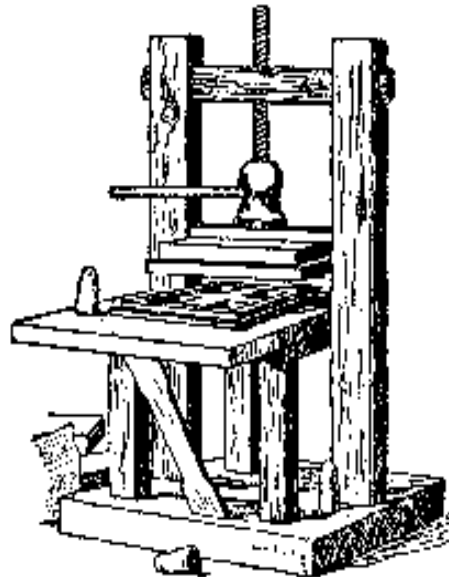
End Notes
By Tom Higgins

So there it is, the end of our first volume of issues and the start of our next phase of being. I want to thank everyone who helped out in making this first volume of issue the smashing success it is. Each and every one of you has taken on the task of turning a raw idea into a living breathing project both online and in print.

Some of the changes that will come with the next volume of issue can be seen in part here in this current issue.

() The Tech Deck is going to start taking on a wider range of tech. Things like wireless networking, programing online games, various open source game services, and the use of gizmos to take games to another level are all planned for upcoming issues.

()The regular columns like Needful Things and Gaming With The Kids may not be in each and every issue; where there is content and space they will show up. Being that the issues will be coming out regularly each month though it would not be a good move to predicate an issues release on getting good content for these columns each issue.

()The page count will fluctuate from issue to issue. Many folks have written in to say they would love to print out more copies of Countermoves but the page count was killing them. Since we are going monthly the page count will drop some for each issue. Over the span of the year though we will be getting as much or more content out as we did this year. Since the page count will be down more people will be printing out more copies, and thus more readers. This is always a good thing.

In short expect regular issue packed with solid content.

As always all this is possible because of YOU, yes you, and the articles, artwork, games, ideas and feedback you send in. The more of YOU there are reading and contributing to Countermoves the better it will get. Which brings me to the small army of folks who have printed off copies of Countermoves and passed them on to others. Its your distribution efforts that have kept the whole project growing. Many thanks for the toner, paper and counter top space.

Thats all she wrote for Volume 1, see you over in Volume 2.

Editorial Ranting

by Tom Higgins

This was a year in which one of the ideas that swarms inside the thick plated structure atop my shoulders took for fertile ground and made itself real. This was a year that idea spread to become the idea of the many rather than the one and because of that became stonger. It was a heck of a ride and from all accounts we should keep our hands and feet inside the car because it is far from over.

One of the cornerstones of Countermoves has always sharing. Authors share their articles, readers share their printers and copiers, admins and editors share their time and resources, game stores and groups share some counter top space. With everyone taking up a bit of the burden we have successfully created and distributed a free game magazine to hundreds of people. Together we have put out 4 issues in the past year and are geared up to do even more in the year to come.

Starting with our next issue we will be moving to smaller sized issues but with regularly scheduled monthly releases. If you are picking Countermoves up from a retail game establishment or a game group you may find them coming clumped in twos every other month or even in threes and fours every third and fourth month.

Our distribution system in the wide world of print is a volunteer effort, so talk to your local source about their ability to get these out. If they need help, well here is your chance to become a part of the ever growing network of readers who have become micro publishers. Even running off two or three copies of Countermoves spreads much happiness.

In this issue we take a look at two of the three second place winners of the Microgame Design Contest of 2002. Harvest The Wind takes on the conflicts around the Plains in the days of the American westward expansion while Steel and Crystal gives us a solo game engine for fantasy settings. Glider Pit Gladiators, a game of glider based combat, was the third second place winner but its author has opted out of having the game printed in Countermoves. For a look at all the entrants and the final standings grab a copy of Countermoves Volume 1 Issue 3.

We also get a look into the world of Braille Chess , see what the family is playing round the dinning room table and get a few words from your humble narrator.

Onward

Needful Things

By Trevor Blake

Braille Chess

Braille Chess is chess played among the blind and visually impaired. Although some very small accommodations are made for blind chess players, for the most part they compete on the same level as sighted chess players.

Braille Chess has been played for at least two hundred years. The British Chess Magazine suggested in the 1880s that a chess set could be produced for use by blind players, and such boards were made at that time. In 1924 the first Braille Chess Club was founded in Germany, and the first German Braille chess magazine was published in 1934. The International Braille Chess Association (IBCA) was founded in 1958. The 1950s also saw the invention of Braille chess notation, which is used below. In 1992 the International Braille Sports Association (IBSA) admitted chess as a sport played by blind players, thus gaining access to the resources of the IBSA. Jeff Siebrandt was the First Place winner in the 2001 U.S. Championship for Blind Players. At this Championship, players were limited to forty moves in two hours.

How is a Braille chess set different from other kinds of chess sets? The XD cells (the 'dark' squares) are slightly raised above the XL (the 'light' squares), and the MPs/mps (major pieces and minor pieces) have pegs in the bottom to fit into holes in the cells. The :B (beta, dark MPs/mps) have a raised Braille point on the top to distinguish them from the :A (alpha, light MPs/mps).

Play is slightly different in Braille chess. Players are permitted to touch multiple pieces during a move to determine the location of pieces. Some players use separate chess sets and call out their moves to each other; in international games, a German notation system is used. Other players share the same chess set, and still other players use Braille or cassette sent by post or (increasingly) e-mail to play correspondance games at a distance. Timed games use a Braille chess clock or cassette recording, and some allowance may be made for the increased time necessary for blind players to make their move. Each move is recorded in Braille. Text-to-speech programs available for computers allow use of sophisticated electronic chess games, and Braille chess magazines are available on cassette. Blind players may not have access to the latest information about chess, and may not be accommodated in out-of-the-way chess tournaments, but over all compete on par with sighted chess players. Blind chess players have entered sighted tournaments and moved all the way to the Masters level!

The Tech Deck
Wireless Networks
Where Less Is More
By Tom Higgins
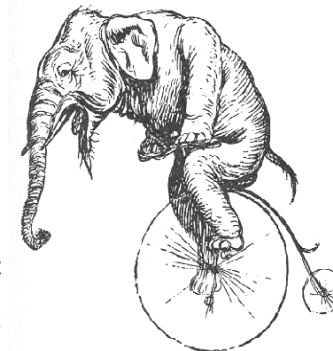
One of the reasons to get excited about technology these days is the ever growing ability to connect you with everyone else. It seems every year it gets easier to play games on line, to find opponents for the games you love, bump into new games, and work on projects like Countermoves.

While some methods of interconnectedness can bring about invasions of your privacy and other unwanted reliances on annoying consumerism, there are methods that let you take the reigns of control. One of these emerging technologies is wireless networking.

At first glance it seems to be just about plain old networking save for the fact you can do it without all the messy wires. Looking at the ads and sales pitches coming from various telcos and ISPs it also seems to be the next new way to get more money from you each month. Look deeper though and you can start to see its real strength and potential.

Going wireless means you can share resources with anyone else who is wireless and is in the range of your equipment. You do not need to use the expensive landlines that the telephone or cable companies have set up. You do not need special license or permission from the government because the spectrum of most consumer wireless equipment uses the unlicensed slice of the airwaves. You do not even need to take out a second mortgage since the cost of wireless network cards is dropping ever closer to the range of wired network equipment.

Going wireless also means something else in the past year. It means you can join one of a hundred or so Community Networking efforts all of whom are seeking to create a wireless network everyone can be apart of without all the regulations, terms of service, jacked up prices and censorship that seems to be spreading over the commercial Internet.

Starting down the road to the wireless world may seem daunting at first, but with the vast amount of resources and Community Networking efforts its no longer the wild jungle of exploration it once was. A good place to start would be the Wireless Commons[1]. They are laying the foundations for the global network that is being built from the community efforts. From there you can find your local Community Networking effort[2]. Being in Portland I am working with the Portland Personal Telco Project [3] Next month in the Tech Deck I will go further into some of the ways you can grow with wireless networking.

[1] http://www.wirelesscommons.org/index.php
[2] http://www.personaltelco.net/index.cgi/WirelessCommunities
[3] http://www.personaltelco.net/

Gaming With The Kids

By Tom Higgins

This moth I want to run down some of the games I have been playing with my 8 year old. She is a quick study and a sharp player of games but like most kids her age will quickly loose focus if a game is even slightly boring. There is no harsher play tester of games then the young.

First up is Cheapass Game's Lord of the Fries (http://www.cheapass.com). We started playing the older black and white version and have since moved up to the new and improved color version. Hands down this is the family's favorite game to play. At its root this is a simple card game with each player trying to fill orders from the cards in their hand. What makes it more than just another trick or trump style game is the wit Cheapass infuses into the cards and the rules. You are not just a player moving cards around, you are a zombie working in a fast food joint.

The images on the cards are worth a few dozens hours of wise cracks and the rules lend themselves to a certain amount of zombie role acting that will keep even the most serious of youngsters going. The family now has its own zombie voices and zombie phrases that have started to creep into our everyday life. We don't just say goodbye to folks these days, we wave our hands wildly and with our best zombie voices below "Bye bye, have a nice daaaaaaaay"

Yu-Gi-Oh (http://www.google.com/search?q=yugioh) is the Pokemon of the now. Where Pokemon was a card game drawn form a cartoon about battles between creatures, Yu-Gi-Oh is a card game taken from a cartoon about a card game. The whole Yu-Gi-Oh universe seems created solely to push the real life card game. The story line tells of a card game that hold great power and the misadventures a young lad has with it. The real world game is that same game only without all the pyrotechnics and cybermage conjuring. Lets face it, while it would be cool in concept to be able to summons a white dragon, who wants to clean up the carpet after it has done its deeds? Not me.

The game is a simple one of reducing your opponents life force to zero via attacks and magic while defending your own life force. The cards are a good mix of attack and defense stances with more than a few of them linked to be able to cause chains of events to unfold. Its a step up in complexity from the Pokemon level.

Of course the cards themselves are in the collectible realm, so if your into playing get ready to open your wallets/piggy banks to build the perfect deck.

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Harvest the Wind   By David Allen

A microgame of tactical combat in the 19th Century American West.

I. Sequence of Play. Each turn is played in phases performed in the order outlined below. The Indian player always goes first.

1. **Offensive Fire Phase**
2. **Movement Phase**
   a. **Phasing player moves units one at a time.**
   b. **Non-phasing player may perform Opportunity Fire and Defensive Fire.**
3. **Melee Combat Phase**
4. **Rally Phase**
5. **Advance Turn counter.**

II. Fire Combat. Fire Combat is used by the phasing player during the Offensive Fire Phase and by the non-phasing player to conduct Opportunity and Defensive Fire during the phasing player's Movement Phase.

A. Determining Hits

1. The phasing player specifies the firing unit and the target. A firing unit must be stacked with a Weapons counter and it must have a Fire Combat Effectiveness rating (F0, F1, or F2 printed in the upper-right-hand corner of the counter). A unit may only perform Fire Combat once per Fire Combat Phase and/or once during an enemy Movement Phase using only one Weapons type, even if two are carried (EXCEPTION: See Defensive Fire).

2. Verify that a Line of Sight (LOS) exists between the firing unit and the target. Some Terrain types (see the Terrain Effects Chart, or TEC), units (friendly or enemy), and some other counters (see TEC) may block LOS. If in doubt, place a straightedge between the center of the hex containing the firing unit and the center of the hex containing the target unit. If the straightedge passes through any portion of a hex containing Terrain or counters listed as blocking LOS in the TEC, the LOS is blocked. LOS is not blocked by the edge or corner of a hex containing LOS-blocking terrain or counters. LOS is not blocked by Terrain or counters in either the firer's or the target's hex. Terrain is assumed to be Level 1 unless otherwise indicated by background color. A LOS is blocked by an intervening Level 2 or Level 3 hex only if either the firing unit or the target unit (or both) is on a lower level than the intervening hex. Being on a Level other than

Conquest Phase

If your army is now on a Neutral or Enemy area you have conquered it:

()update the Game Chart adding the area GP to the resource total (the treasure is unaffected)

()update the Game Chart adding the troops listed in the [Area Table] for the conquered area: update the MAX column for every troop type listed unless the unit type is listed between parenthesis (this represents local troops that won't fight for you).

You can now add to your army any one unit listed in the [Area Table] without any GP expense:

-Increment the number of units for the selected unit type.
-Mark the area as conquered in the game map.

Game Tables

[Unit Types]

Type	Name	$$	CF	Notes
SK	Skirmish	1	1	+3 vs EL
LI	Light Infantry	2	3	
BD	Blades	3	5	
SP	Spears	3	4	+2 vs LC/HC/EL
LC	Light Cavalr	4	6	-1 on Mountain/Wood
HC	Heavy Cavalry	5	8	-2 on Mountain/Wood
EL	Elephants	5	10	-3 on Mountain/Wood
CH	Chariots	5	7	-4 on Mountain/Wood
MO	Monster	X	X	the CF is always listed in the area table
WZ	Wizard	8	-	

[Combat Table]

	Force Ratio			
DiceRoll	**1:1**	**2:1**	**3:1**	**4:1**
1	-/2	1/1	1/1	2/1
2	-/1	1/1	2/1	3/-
3	1/1	1/-	3/-	4/-
4	1/1	2/-	4/-	5/-
5	1/-	3/-	5/-	6/-
6	2/-	4/-	6/-	8/-

Result: (Defender units lost)/(Attacker units lost)

Modifiers: If the number of cavalry units of one side is twice or more than the adversary number adjust one column at his advantage (left if defender, right if attacker).

If you enter on a enemy-controlled territory roll 1D6:
  ()On a result of 1-3 you have been intercepted by the enemy army: stop your movement and go to the Conflict phase.
  ()On a result of 3-6 the enemy army is not in the area and you can conquer it automatically: update the Game Charts only with the GP (the troops have been already recruited by the enemy) and mark the game map to reflect the control status.

Exploration Phase
When you end your move on a Neutral area you must roll in the Exploration Table and apply the results. This represents the effective exploration of the area, getting a more complete knowledge of the area resources and defending forces.

Conflict Phase
If your army ended the movement on a Neutral zone you must now fight the defending forces: the scenario's Area Table specify the troops that you must beat to conquer the area.
If your army ended the movement on a enemy controlled area and the enemy force has intercepted your army (see the movement phase) you must now fight the enemy forces: add up all the troops listed in the scenario's Area Table whose area is controlled by the Enemy.
The battle will last 1D6+1 rounds: every round is resolved in two steps

()Magic step: the wizards of both armies will try to use their powers
Enemy wizard (if present) segment: roll 1D6 in the [Spells Table] and apply immediately the result

Player wizard (if present): you can choose any Spell your wizard can cast (specified in the Scenario data).

()Battle step: both armies will fight with iron and blood.
Every unit type has a Combat Factor (CF) value: some units have a bonus when the adversary army include some specific types; as an example the spears (SP) have a CF of 4: if the enemy army includes some cavalry units the SP are worth 4+2=6CF.

Monsters (type=MO) are always listed in the [Area Table] with their associate CF;as an example: MO/Orcs:2 means that the enemy force include some orcs with a CF=2.

Add up the total CF of both armies and then define the Attacker/Defender ratio (round up in favor of the defender).

Roll 1D6 and consult the [Combat Table]: the results are in form (Defender units lost)/(Attacker units lost).

Player losses: you can choose any unit to satisfy the combat results.

Adversary losses: pick a random units with the lowest CF.

At the end of the last round the army with the highest total CF is considered the winner: if the Player is the winner you can go to the Conquest phase otherwise you must retreat your army on an adjacent area. In both cases you must roll 2D6: on a result of 2 your wizard is dead by magic exhaustion.

Level 1 has no effect on tracing LOS through other types of blocking Terrain or counters.

EXAMPLE: An Indian unit is on a white (Level 1) hex and an Army unit is on a hex partially white and partially light tan (Level 2). All intervening hexes are white and contain no markers. A LOS exists between these two units. A Woods hex or Lodge marker, for example, between the two units would block LOS.

3. Count the number of hexes between the firing unit and target, counting the target's hex but not counting the firer' hex to determine range.

4. Look up the "to hit" number in the Fire Combat Table (FCT) for the weapon and range. Scenario rules state what weapons are represented by a particular Weapons counter. If there is no entry in the FCT for the weapon and range, the firing unit may not fire. Leaders may use Weapons type "P" only.

5. Roll 1D6 and subtract modifiers for a target in Cover, "Low Ammo" status, Hidden counters, or other applicable effects. Add the firing unit's Fire Combat Effectiveness (0 fro F0, 1 for F1, etc.) to the die roll.

6. If the modified die roll is equal to or greater than the number listed in the Fire Combat Table (FCT) for the weapon firing and range, the target unit is hit. Otherwise, there is no effect.

EXAMPLE: A 1-4-5/F2 cavalry unit stacked with an "R"Weapons marker (a Carbine, according to the scenario description) fires at an Indian unit in Tall Grass two hexes away. The die roll is 3. The Fire Combat Effectiveness of the unit (2) is added to the die roll, but the Tall Grass provides Cover, so subtract 2. The result is a modified "3." The FCT lists a minimum to-hit number of "4," so the Indian unit is not hit.

B. Hit Results

1. **Dismounted units.** An unrouted dismounted unit that is hit is immediately flipped to its "Pinned" side. A unit in an Open hex (not under Cover) which is hit and "Pinned" must immediately make a morale check. Roll 1D6 and apply any modifier due to Leaders or Medicine. If the modified die roll is equal to or less than the printed Morale Strength of the unit, the unit passes the morale check. If the unit does not pass the morale check, it routes.

3. **Mounted units.** An unrouted mounted unit hit during by Fire Combat may move up to four hexes to a hex that is further away from the nearest enemy unit. It must then dismount either into the same hex or into an adjacent hex, and is flipped to the "Pinned" side. If the unit dismounts into an Open hex it must pass a Morale Check or it routes.

4. **Routed units**. A routed unit must move up to four hexes to a hex that is under cover and further from the nearest enemy unit than when it started. If the routed unit cannot reach a hex that meets both conditions, the unit is eliminated.

5. **Pinned units**. Pinned units may not move (except when routed) or perform Fire Combat. Pinned units may perform Melee normally.

C. AbandoningWeapons.

1. Weapons counters may not be voluntarily destroyed but they may be abandoned. Units which are eliminated by Fire Combat or Melee and units that are routed must abandon any weapons they are carrying.(EXCEPTION: Weapon type "P" counters are never abandoned.)

2. If the Weapon counter is Low Ammo side up, remove it from play. If it is normal side up, flip it to the Low Ammo side and leave it in the hex vacated by the eliminated/routed unit. (EXCEPTION: Weapon type "S" counters are removed from play if abandoned.)

3. Abandoned Weapons counters may be picked up anytime during the Movement Phase by units with a Fire Combat Effectiveness.

D. Low Ammo. Some scenarios call for Low Ammo rules to be in effect.

1. For these scenarios, whenever a firing unit rolls an unmodified "1", the Weapons counter is flipped to the Low Ammo side. If the Weapons counter was already on the Low Ammo side, or if theWeapons type is "S" or "P", theWeapons counter is removed from play.

2. Units firing with Weapons counters Low Ammo side up suffer a -2 DRM. Once flipped, counters are never returned to their normal side for any reason.

E. Artillery Weapons. The Gatling Gun and Howitzer (represented in the game by a single two-sided counter) are collectively known as Artillery Weapons.

1. A Crew counter that is not "Pinned" must be present in the same hex as the Artillery Weapon in order for it to fire. Other units may not use an Artillery Weapon to perform Fire Combat.

2. Follow the same procedure outlined earlier for Fire Combat when firing ArtilleryWeapons. However, the Army player must state for each Fire Combat (before rolling the die) whether the Howitzer is firing canister or shell ammunition.

3. A Crew counter may not use any Weapon type other than Artillery Weapon to perform Fire Combat, but may Melee normally.

4. Artillery Weapons are always subject to jamming and Low Ammo. If an unmodified "1" is rolled when rolling for Fire Combat for the Gatling Gun, the Gatling Gun is permanently jammed and is removed from play. If an unmodified "1" is rolled for the Howitzer, it may no longer fire the type of ammunition that it was declared to be using, but it may use the other type until another "1" is rolled, after which it may not fire at all.

5. Both the Gatling Gun and the Howitzer (firing canister only) may fire at more than one unit in the same Fire Combat phase. To be able to fire at more than one unit, the firing ArtilleryWeapon must have a LOS to ALL target units, the target units must be adjacent to each other, and the range to the nearest target unit may be no LESS than the total number of units that are targets.

6. No more than seven adjacent units may be fired upon in the Fire Combat Phase by an Artillery Weapon.

Sequence of play

()Event phase
()Recruitment
()Movement
()Exploration
()Conflict
()Conquest

Event Phase
Roll 2D6 in the scenario Event Table and apply the results immediately.

Roll one D6 for each enemy empire present (as for the scenario):
on a result of 5-6 the selected empire extends his power;
add +1 to the dice roll if you control 1/4 of the gamearea,
add +2 when you control half or more of the game map.

If an enemy empire has grown select the nearest (random) area to the enemy capital: mark this area as Enemy controlled area in the map.

Recruitment Phase
In this phase you can collect the GP from all the area under your control: add this number to the current GP total in the Game Chart.

You can then buy any unit provided that:
1. You have enough GP to buy it
2. The number of units you already have of the selected type is less than the value in the corresponding MAX column

Every area can produce a fixed number of units -every time you conquer a new area you increment the MAX column of every troop type listed in the corresponding Area Table; the MAX value represents the upper limit of units of each type you can recruit.

When you buy a new unit update the Game Chart subtracting the GP of the new unit(s) from the treasure and incrementing the total number of units in the army.

If you can recruit a Wizard and the last wizard is dead during a combat you can recruit a new one by paying the relative cost.

Movement Phase
Your army has 2MP (movement points). One area with Clear terrain costs 1MP, every other area costs 2MP.

If you enter on a neutral territory you must stop your movement and go to the Exploration phase.

If you enter on a the Enemy Capital area (i.e. the area where the enemy capital is located) you must stop your movement and go to the Conflict phase against the Enemy army.

Steel and Crystal
Rules version 1.1
By Gottardo Zancani

Introduction

Steel and Crystal is an easy solo game of conquest on a fantasy land. You are the General of your Empire and your mission is simple: defeat the enemies of your Emperor. Every scenario states the initial forces that you have under your command and the objectives you must obtain to win.

Game Map

The game map represents one continent/region divided in different areas: every area hasone base terrain type (Clear, Mountain, Forest etc..) and some optional elements (towns,dungeons). You must mark on the map the current position of your army (use one counter/penny or draw your position with a pencil).

For each area the **[Area Table]** of the Scenario specify:

　　()The GP produced
　　()The troops that you can recruit from this area.

Whenever you conquer a new area you must update the Game Chart adding the GP and increasing the Max column in the troop roster with the troops relative the newly conquered area: if the units are listed between parenthesis you cannot recruit them, hence you won't update the troop roster for these units (while you must fight against them in the conflict phase)

Every area can be:
　　()Empire controlled: this area is under control of your Empire; you can collect Gold Points (GP) and troops only from this areas.
　　()Neutral: the local government controls the area.
　　()Enemy controlled: the area is under control of a Major Enemy of your Empire. Major Enemies are capable of expanding their reign (see the Event phase).

The main difference between Neutral and Enemy controlled is that the latter, being part of an enemy empire, cannot be explored (see the Exploration phase) and will be defended by the whole Enemy army (Neutral areas are always defended only the local forces). Depending on the scenario every Enemy initially controls some areas on the map; during the Event phase the enemy could be able to add more area to his realm; when you enter an Enemy controlled are you will have to face the possibility of fighting against an army composed of ALL the troops controlled by the Enemy (i.e. not only the troops of the area where your army is located).

Setup

Copy in the Game Chart the current treasure and resources as defined by the scenario data. Copy in the Game Chart the list of the initial army composition as defined by the scenario data.

7. The Howitzer may not fire at more than one target unit if it is firing shell.

III. Movement.

A. Options. One and only one of these movement options may be performed by a single unit in a single Movement phase:

1) Remain in the same hex.
2) Move dismounted up to the full Movement Allowance (MA).
3) Move mounted from any hex to any other hex, tracing a path as described below.
4) Mount in the same or an adjacent hex and move mounted as in 3, above.
5) Dismount into the same hex or an adjacent hex and move dismounted as in 2, above.
6) Move dismounted up to the full movement allowance and mount in the same or adjacent hex.
7) Move mounted from any hex to any other hex and dismount into the same or adjacent hex.

EXAMPLE: An Indian unit with a printed MA of eight moves through eight Open hexes and mounts a Horses marker in an adjacent hex. The Indian unit may not move mounted that same phase.

B. Terrain Effects.

1. Open hexes cost one Movement Point (MP) to enter.
2. Some hexes cost more than one MP to enter (see TEC).
3. Moving from a Level 1 hex to a Level 2 hex or from a Level 2 hex to a Level 3 hex costs one additional MP over and above the normal cost to enter a hex due to other terrain in the hex.
4. A unit may not enter a hex if it would exceed its printed MA in doing so.

C. Moving Units.
1. A dismounted unit may move up to its full printed Movement Allowance (MA). Movement must be traced in a path of contiguous hexes. A unit need not move its full MA but any unused portion of a unit's MA is lost and may not be accumulated or transferred.

2. Any unit may move mounted if a Horses counter is in the same hex as the unit and is moved with the unit.
   a. To indicate a unit it mounted, place it on top of the Horses counter. A unit underneath a Horses counter is not considered mounted (but is under Cover as described elsewhere).
   b. A units may mount or dismount into the same hex or into a hex adjacent to the Horses counter. Dismounting or mounting does not count as movement against a unit's MA but does count as movement for purposes of triggering Defensive or Opportunity Fire.
   c. Mounted units have an unlimited movement allowance, but the phasing player must trace a path from where movement began to where movement is ended. Once a mounted unit is moved it may not be moved again in the same turn.Mounted units cannot move into Woods hexes.
   d. A single Horses counter can be used to mount a single unit plus one Leader, or pull one Artillery Weapon, plus a Crew.

D. Movement Into/ Out of Occupied Hexes.

1. A friendly unit (mounted or dismounted) may enter a hex containing an enemy unit or Hidden counter but must then end movement immediately.

2. A mounted unit which enters a hex containing an enemy unit MAY dismount but is not required to do so.

3. Remove any Hidden counters from a hex entered by an enemy unit.

4. A unit which begins aMovement phase stacked with an enemy unit may move out of that hex at no additional MP cost but it may not
enter another hex containing an enemy unit in that same phase.

E. Stacking

1. Only one friendly unit may be in a hex at the end of Movement Phase. One enemy and one friendly unit may be in a hex at the end of the Movement Phase, but Melee must be performed in the following Melee Phase.

2. Leaders, Horses,Wagon, Lodge counter do not count against the stacking limit but only one of each may be in a single hex at the end of a Movement Phase.

F. Hidden counters.

1. Hidden counters, if provided in the scenario, may be placed on a stack of friendly units or by themselves.

3. The enemy player may not examine the contents of a stack which has a Hidden counter placed on it.

4. Hidden counters may be removed at any time but may not be replaced or transferred once removed.

5. A unit stacked with a Hidden counter (or a stack of Hidden counters) may move two hexes per turn through any Terrain except River hexes. A unit stacked with a Hidden counter may not enter River hexes.

6. A unit firing at a stack containing a Hidden counter suffers a -2 DRM when rolling for a hit, in addition to any other appropriate modifiers (for Cover, etc.).

7. If a hit is scored on a stack containing a Hidden counter, all Hidden counters are removed from the stack. Any unit in the stack suffers the normal effects of being hit.

8. Hidden counters may not be placed on top of Horses, Wagon, Lodge or counters, but may be placed under them to indicate that the dismounted unit is hidden.

9. If a unit stacked under a Hidden counter performs Fire Combat or Melee, the Hidden counter is removed.

10. Stacks containing only Hidden counters may be moved however the owning player chooses unless otherwise specified.

C. Massacre Canyon (Nebraska, August 5, 1873)

Historical Background: In the last major battle between Plains Indian tribes, a travelling band of Pawnee warriors and their dependents were attacked by Brule and Oglala Sioux in a canyon near the Republican River.

Map: B faced North

Sioux forces (white on brown): 6 x 2-4-8/F0, 4 x 2-3-8, 6 x "R" (Breechloading Rifles)

Pawnee forces (brown on white): 3 x 2-4-8/F0, 3 x 2-3-8, 3 x "R" (Breechloading Rifles), 4 x Indian Dependents

Setup: The Pawnee player sets up first no closer than three hexes from any edge of the map. The Sioux forces enter on Turn 1 from the north edge of the map. Indian Dependents, once placed, cannot be moved.

Special Rules: Both players control Indian forces, but the Sioux player performs each phase first and the Pawnee player second.

Victory Conditions: The Sioux player receives one point for each Pawnee unit and two points for each Indian Dependent eliminated. The Pawnee player receives one point for each Sioux unit eliminated. The player with the higher point total at the end of Turn 6 is the winner.

Historical Outcome: Nearly 70 Pawnee men,women,and children were massacred by the Sioux. As a direct result, the demoralized Pawnee leaders gave up and moved the tribe to the reservations in Oklahoma.
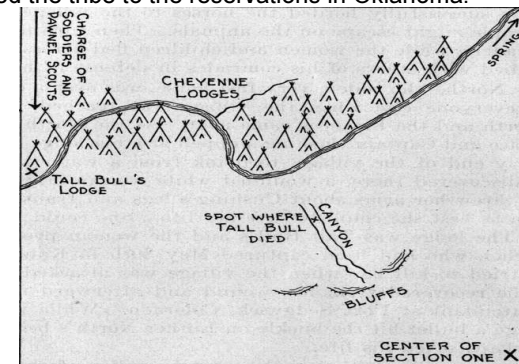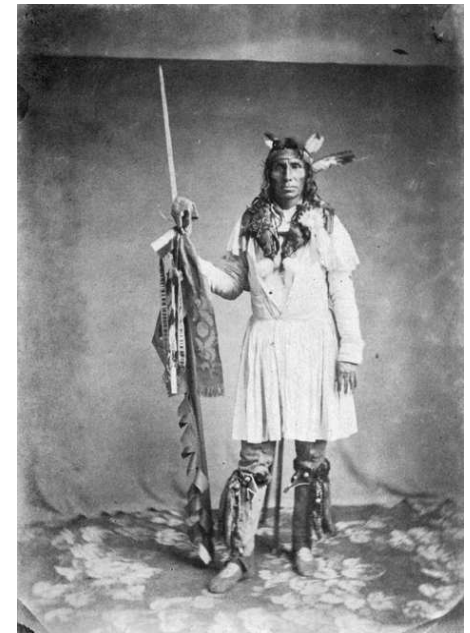
B. Wagon Box Fight (Wyoming, August 2, 1867)
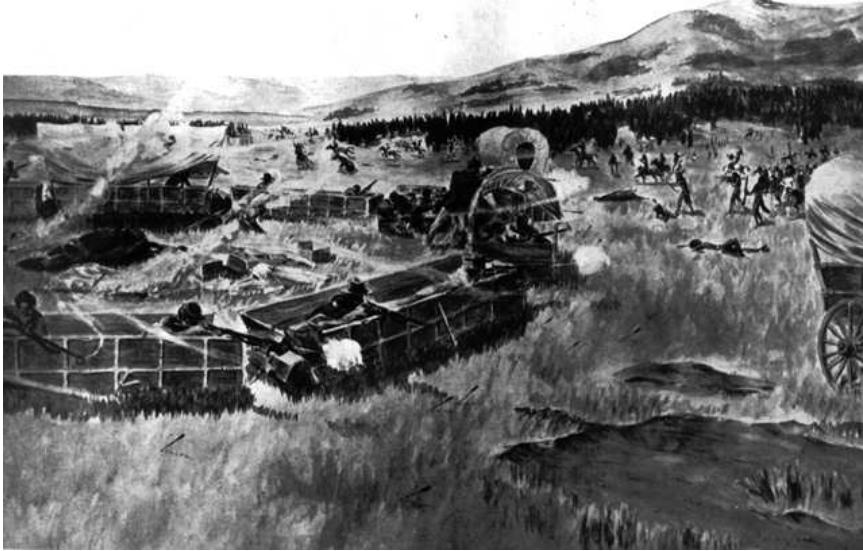
Historical Background: Using the classic "circle the wagons" defense, a detail sent to gather firewood on the Bozeman Trail is set upon by a Sioux war party.

Maps: B over A faced North
Army forces: 6 x 1-2-6/F0, 2 x 1-2-5/F1 militia, 1 1-1-6 leader, 8 x "R" (Breechloading Rifle), 6 x Wagon
Indian forces: 6 x 2-3-8, 6 x 2-4-8/F0, 4 x "M" (Muzzleloading Rifle), 12 x Horses, 2 x Medicine,

Setup: Army forces set up first. Wagon markers must be placed on map B, no more than five hexes from the northern edge of map A, one to a hex and no more than two hexes apart. Wagon markers cannot be moved once placed. Indian forces may enter from any map edge on Turn 1.
Special Rules: Any Indian unit that does not perform Fire Combat may set a Blaze marker in a hex no more than two hexes away in the Fire Combat phase. The Blaze marker may not be placed in any hex containing cover (including Wagons). Any unit in the hex marked with a Blaze marker must leave the hex during the following Movement phase or be eliminated. No unit may enter a hex containing a Blaze marker, which remains in the hex for the duration of the game.

Victory Conditions: The Indian player wins if all Army units are eliminated by the end of Turn 10. The Army player wins if any units are left at the end of Turn 10.

Historical Outcome: Using the boxes of the wagons used to haul firewood as cover, and despite repeated charges by the Indians (who used flaming arrows to set fire to straw inside the compound), the soldiers managed to hold out. This fight became known as the "Medicine Fight" by the Indians because of the unusual tenacity of the defense.

G. Controlling Horses

1. A Horses counter which is not in or adjacent to a hex containing a unit at the end of a Movement phase will move at random.

2. Roll 1D6 and consult the Random Direction diagram (Map B) to determine the direction of movement.

3. Roll 1D6 to determine the number of hexes the Horses counter is moved.

4. If a Horses counter would move off the map or into a Woods hex or a hex containing a Blaze counter, it is eliminated instead.

5. If a Horses counter moves at random into or adjacent to a hex containing a unit, the owner of the unit has the option to stop the movement of the Horses and take control of them.

6. Provided at least one unit is in the hex with or adjacent to a Horse counter, it will stay put. A single unit can "hold" as many as seven Horse counters (one in the hex and six adjacent).

7. Horses counters being held (rather than moving mounted or at random) may not move.

8. Thirsty Horses. Whenever a Horses counter (mounted or not) enters a River hex, roll 1D6. On a roll of 4,5, or 6, the Horses counter (and any unit mounted with it) must remain in the River hex for the remainder of the Movement phase. The Horses counter and unit are free to move out of the River hex in the next Movement phase.

H. Carrying Weapons

1. Weapons counters may not move themselves -- they must be carried by a unit.

2. A unit can carry only one "R", "M", or "S" Weapon counter but may carry up to one "P" counter in addition.

I. Artillery Movement.*

1. Artillery is limbered and unlimbered in exactly the same manner as units are mounted and dismounted, except that the crew counter and the artillery piece can be transported by a single Horses counter.

2. A limbered Artillery piece has a movement allowance of twelve (12). A limbered Artillery piece cannot be moved into a Woods or River hex. An unlimbered Artillery piece can be moved one hex by an unpinned Crew if the Crew does not move in addition to moving the weapon that same Movement phase.

3. Wagons, if allowed to move by the scenario rules, are treated exactly like Artillery pieces for purposes of limbering, unlimbering, and movement.

J. Exiting the Map.

1. Exiting the map is normally not allowed. Some scenarios allow exiting the map; follow the scenario special rules in these cases.

IV. Opportunity/Defensive Fire. Both Opportunity and Defensive Fire are Fire Combat performed by the non-phasing player while the phasing player is moving units. The phasing player must pause at any place in the movement of a unit if the non-phasing player desires to perform either. The phasing player must keep track of MP expended and may continue movement of the unit normall if it is not hit by Opportunity Fire.

A. Opportunity Fire.

1. Opportunity Fire may be performed against any enemy unit that is within range and is moving (EXCEPTION: Units marked with Hidden counters cannot be fired upon by Opportunity Fire.)

2. A unit may perform Opportunity Fire only once during a single enemy Movement phase.

3. A unit may be the target of numerous Opportunity Fire attacks (by different firing units) in the same phase, but may not be the target of Opportunity Fire more than once in the same hex.

3. Opportunity Fire is considered to occur AFTER the moving unit has moved into the new hex.

4. Artillery Weapons may not perform Opportunity Fire.*

B. Defensive Fire.
1. Defensive Fire may only be performed on an enemy unit after it moves into the same hex or into a hex adjacent to the defending unit.

2. A unit may perform Defensive Fire and Opportunity Fire in the same phase.

3. Defensive Fire may be performed any number of times by the same unit in the same enemy Movement phase, but only once by the same firing unit at the same target.

4. A unit may be the target of numerous Defensive Fire attacks by different firing units in the same phase, but a unit may not be the target of Defensive Fire more than once while in the same hex.

5. Only Howitzer, Gatling Gun, Pistol, Breechloading Rifles, and Carbines are capable of performing Defensive Fire.

EXAMPLE: During the Indian player's Movement Phase, an Army unit fires Breechloading Rifles at a moving Indian unit at a range of three hexes (using Opportunity Fire) and gets a hit. Another Indian unit moves within two hexes of the same Army unit, but the Army unit is no longer eligible to fire Opportunity fire, having done so already. However, the Indian unit continues to move and moves into a hex adjacent to the Army unit. The Army unit may fire again, this time using Defensive Fire, but fails to get a hit. The Indian unit continues to move into the same hex as the Army unit,

IX. Scenarios
A. Wood Lake (Minnesota, September 23, 1862)

Historical Background: During the Great Sioux Uprising that ravaged the Minnesota river valley in the autumn of 1862, over 500 settlers were killed by Indians who revolted against the treatment they received by the U.S. government. Col. H. H. Sibley lead an expedition to find, capture, and punish the Sioux who were responsible for the massacre. Led by Little Crow, the Indians decided to pre-empt Sibley's plans by launching an early-morning surprise attack on the soldiers' camp.

Map: A over B faced North

Army forces: 6 x 1-2-6/F1, 6 x 1-3-6/F2, 2 x 1-2-6 leader, 4 x 0-1-4/F0 militia, 1-1-6 militia leader, 12 x "R" (Rifled Musket), 4 x "S" (Smoothbore Musket)

Indian forces: 12 x 2-4-8/F0, 6 x "M" (Smoothbore Musket), 12 x Hidden

Setup: The Indian player sets up all units on map A. The Army player sets up all units on map B but no closer than five hexes from the edge of map A. The Army player must move all units directly North at their maximum movement rate until the Indian player performs Fire Combat.

Victory Conditions: The Indian player receives 2 points for every Army unit and 1 point for every militia unit eliminated. The Army player receives 1 point for every Indian unit eliminated. The player with the higher point total wins.

Historical Outcome: While on the way to forage for food, men of the 3rd Minnesota stumbled upon the Sioux hiding in tall grass, spoiling their ambush. A full-scale battle erupts, and in a remarkable well-coordinated attack, the Civil War veterans and the militia of Renville's Raiders rout the Sioux. The battle broke the Indian's spirit, at least for the time being.

Fire Combat Table (FCT)

Weapon	Range in Hexes								
	0	1	2	3	4	5	6	7	8
Pistol	3	6							
Shotgun	2	5							
Smoothbore musket	3	4	5	5	6				
Rifled musket	3	4	4	5	5	6			
Breechloading rifle	3	3	3	4	5	6	6	8	
Carbine	2	2	4	6	8				
12 lb. Howitzer (canister)		2	3	4	4	6			
12 lb. Howitzer (shell)				6	6	6	6	6	6
Gatling Gun		2	3	3	3	4	4	4	6

Procedure: To determine if a hit is scored, roll 1D6 and modify the die roll as follows:
   - Add the Fire Combat Effectiveness of the firing unit.
   - Subtract 2 if the Weapon is Low Ammo side up.
   - Add 1 if firing at mounted unit.
   - Subtract 1 if firing at unit under Cover.
   - Subtract 2 if firing at a stack marked with a Hidden counter.
   - Add 1 if firing at an unmounted Horses counter.
   - Subtract 1 if firing at an Indian Dependents counter.
   - The number in the FCT is the minimum die roll (1D6) to get
   a hit. If the modified die roll is equal to or greater than the
   number in the FCT for the weapon and range, a hit is scored.

Melee Combat Table (MCT)

Melee Factor Differential				
-2	-1	0	1	2
6	5	4	3	2

Procedure:
   - Each player subtracts the enemy unit's Melee Strength from the friendly unit's Melee Strength to compute the Melee Factor Differential and rolls 1D6.
   - The number in the table is the minimum die roll required to eliminate the enemy unit.
   - Melee combat is simultaneous and may result in the elimination of both units.
   - If neither unit is eliminated, repeat the Melee procedure until one or both are eliminated.

which, having fired Defensive Fire already, cannot fire again at the same unit. Another Indian unit moves into an adjacent hex, and the Army unit may perform Defensive Fire at that unit since it has not fired defensively at that unit in this turn.

C. Effects of Opportunity/Defensive Fire.

1. A mounted or dismounted unit hit by Opportunity or Defensive Fire is treated exactly as if it were hit in the Fire Combat phase.

2. A mounted unit moving as a result of being hit, or a dismounted unit moving as a result of being routed, is subject to further Opportunity Fire or Defensive Fire. If hit again, it is eliminated.

V. Melee Combat. Melee Combat (or Melee) always occurs between two units from opposing sides which occupy the same hex at the end of a Movement Phase. Melee is not optional.

1. Melee is performed in rounds until only one (or no) units are left in a hex. Melee is assumed to be simultaneous. It is possible for both units to be eliminated as a result of Melee.

2. Each player subtracts the Melee Factor of the enemy unit from that of his own unit (the result may be positive, negative, or zero).

3. Consult the Melee Combat Table and reference the number in the table that corresponds to the result. Roll 1D6. If the number rolled is greater than or equal to the number in the table, the enemy unit is eliminated.

4. If neither unit is eliminated as a result of Melee, perform the steps outlined above until one or both are eliminated.

5. Leaders or Medicine counters that are left alone in a hex with an enemy unit as a result of Melee are eliminated.

VI. Rally Phase. Units may attempt to recover from being "Pinned" in the Rally phase.

1. Roll 1D6 for each unit and subtract any modifier due to the presence of a Leader or Medicine counter (see below).

2. If the result is less than or equal to the printed Morale Factor (reprinted on the "Pinned" side), the unit rallies and is flipped back over to the front side.

3. There is no penalty for failing to rally, other than the unit remains in the "Pinned" condition.

4. Leaders and Medicine can improve chances of rallying (see below).

VII. Leaders and Medicine. The sole function of Leaders and Medicine is to improve the chances of a unit rallying in the Rally Phase. Neither Leaders nor Medicine affect Fire Combat, Melee, or Movement.

A. Rally Affect. If a unit is within a Leader's printed Leadership range, or within two hexes of a Medicine, subtract the leader's Leadership Rating or subtract two for a Medicine from the die roll when performing a Rally Attempt.

B. Hit Leaders. Leaders that are alone and hit, or Leaders stacked with a unit that is hit, are flipped over to the reverse side with the lesser leadership/range numbers or eliminated if already flipped to the reverse side.

C. Stacking. Leaders may stack and move with combat units or may move and occupy a hex alone. Leaders in a hex containing an enemy unit at the end of a Melee phase are eliminated. Leaders may use a "P"Weapon counter to initiate Fire Combat (a Leader's Fire Combat modifier is always zero).

D. Medicine.

1. If an Indian unit stacked with a Medicine counter is lost as a result of Fire Combat, the Medicine counter is left in the hex and may be transferred to any Indian unit within two hexes at the end of the Fire Combat or Movement phase. If no Indian unit is within two hexes of the Medicine counter, the Medicine counter is immediately and permanently removed from play.

2. Medicine counters that are stacked with an Indian unit may be transferred from one unit to another, any distance and without having to trace a path, or added to or removed from the map, at the end of the Indian player's Rally phase.

VIII. Miscellaneous

A. Indian Dependents.

1. Indian Dependent units may not move. They are placed in the setup of a scenario and remain in the hex unless eliminated.

2. Indian Dependent units may be attacked with Fire Combat but receive a -1 modifier (due to small size and trying to hide and avoid contact), in addition to any modifier they may receive for Cover or being stacked with a Hidden counter. If hit, they are eliminated.

3. Indian Dependent units have no Melee capability. A unit in the same hex as an Indian Dependent may eliminate it in the Melee phase by declaring the desire to do so, provided no enemy unit is in the same hex.

B. Limit to Melee Actions. Units may either Melee with an enemy unit OR eliminate an Indian Dependent counter OR eliminate a Lodge counter in a single Melee phase, but never more than one of these actions.

C. Horses.

1. Horses counters may be attacked by Fire Combat. If a Horses counter is stacked with an unmounted unit, the firing unit may decide whether Fire Combat is against the Horses counter or the unit (which qualifies as under Cover).

2. A firing unit receives a +1 DRM when firing at a Horses counter.

4. If hit, Horses counters are eliminated. Horse counters cannot be eliminated by Melee Combat.

D. Lodges. Lodge markers represent a small group of Indian lodges. Lodges must be placed at the beginning of the scenario and may be eliminated but not moved. A unit in the same hex as a Lodge may eliminate it in the Melee phase by declaring it, provided no enemy unit is in the same hex.

Terrain Effects Chart (TEC)

Terrain (background color) or counter	Entry Cost	Blocks LOS?	Provides Cover?
Open (white)	1	No	No
Woods (green)	2	Yes	Yes
River (blue)	4	No	No
Level 2 (Light Tan)	OTIH* (+1 from Level 1)	Yes**	OTIH
Level 3 (dark tan)	OTIH* (+1 from Level 2)	Yes**	OTIH
Tall Grass (yellow)	2	No	Yes
Hidden		No	Yes
Wagon, Blaze,Dust		Yes	Yes
Units,Indian Dependents		Yes	No
Horse		Yes	Yes (if dismounted)

* OTIH = other terrain in hex
** See LOS rules.

Random Direction

1 2 3 4 5 6

B

KEY:

Front		Back	
Horse		Hidden	
Weapon Type "P"		Weapon Type "S"	
R	Weapon Type "R"	LOW AMMO R	
M	Weapon Type "M"	LOW AMMO M	
Militia Leader 1-1-5		1-0-5	
Medicine		Indian Dependents	
Fire		Dust/Smoke	
Army Unit 1-2-6 F1		Pinned 2	
Indian Unit 2-3-8		Pinned 3	
Wagon		Lodge	
12 lb. Howitzer		Gatling Gun	
Artillery Crew 0-4-5		Pinned 4	

Fire Combat Effectiveness
Melee Strength — Movement Allowance
Morale Factor

Leadership Factor — Movement Allowance
Leadership Range

Counters

0-1-4 F0, 0-1-4 F0, 1-1-5
1-2-5 F1, 1-2-5 F1, 1-2-5 F1, 1-2-5 F1

2-2-5, 1-4-5 F2, 1-4-5 F2, 1-4-5 F2, 1-4-5 F2, 1-4-5 F2, 1-4-5 F2
1-3-6 F2, 1-3-6 F2, 1-3-6 F2, 1-3-6 F2, 1-3-6 F2, 1-3-6 F2, 0-4-5, 1-2-6, 1-2-6
1-2-6 F1, 1-2-6 F1, 1-2-6 F1, 1-2-6 F1, 1-2-6 F1, 1-2-6 F1

2-4-8 F0, 2-4-8 F0, 2-4-8 F0, 2-4-8 F0, 2-4-8 F0, 2-4-8 F0
2-3-8, 2-3-8, 2-3-8, 2-3-8

2-4-8 F0, 2-4-8 F0, 2-4-8 F0, 2-4-8 F0, 2-4-8 F0, 2-4-8 F0
2-3-8, 2-3-8, 2-3-8, 2-3-8

Steel and Crystal

scenario #1: the Aidlon offensive

After 5 years of relative peace the Xytyan empire has newly started a series of offensive maneuver against the neighborhood kingdoms: the Isle of Aidlon is now menaced so you've been assigned to the defensive campaign.
Your base will be the town of Kherasa (area 1 in the map) while the Xytyan forces are known to be in the city-fortress of Hishimur (area 24), near to the southern desert.
Keep one eye to the region of Yss (area 10), ruled by the giant Worms, and to the Northern Hishimur plains (area 20), infested by the inhuman Giants of Flesh.

Initial Forces

You start the game in the town of Kherasa (area 1) with the following forces:

2SK 3BD 1SP 1HC 1LC

Your initial treasure: 0GP.

The initial resources: 5GP.

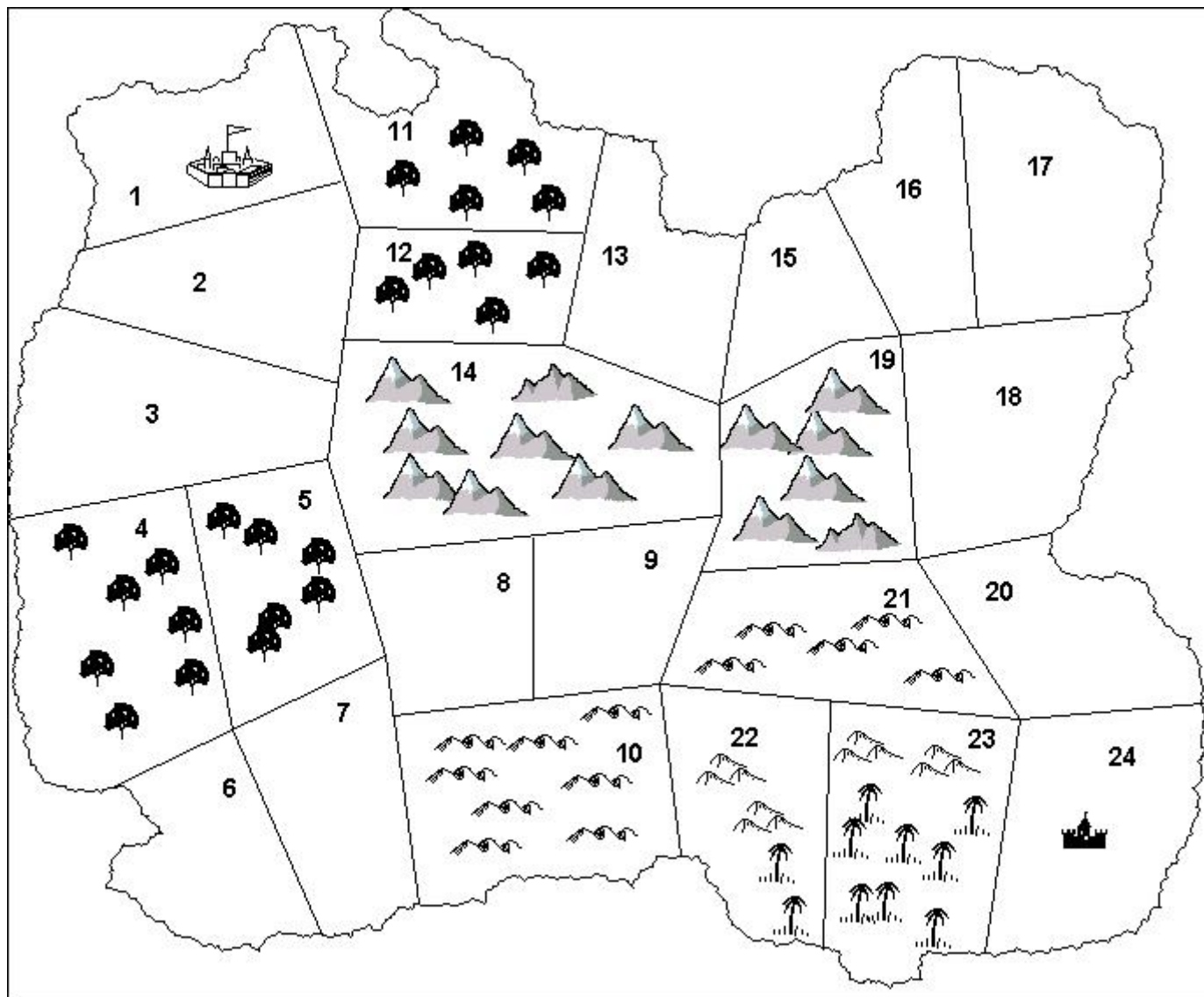At the game start only the area of Kherasa is controlled by your empire.

Victory

You win the game if you controls the city-fortress of Hishimur (area 24) at the end of any turn.

[Wizard Spells]

Revive	roll 1D6: on a result of 1-4 one unit lost in the last battle turn is put back in the game
Blast	roll 1D6: on a result of 1-4 one enemy unit is removed
FireBall	roll 1D6: on a result of 1-2 two enemy units are removed
Armor	roll 1D6: on a result of 1-3 one unit has his CF doubled in the current battle round
Weakness	roll 1D6: on a result of 1-3 one enemy unit has his CF halved in the current battle round

[Xytyan and mercenary wizard spell table]

DR		
1-2	**Revive**	One unit lost in the last battle turn is put back in the game
3-4	**Blast**	roll 1D6: on a result of 1-4 one enemy unit is removed
5	**FireBall**	roll 1D6: on a result of 1-2 two enemy units are removed

6	**Evoke**	roll 1D6:
		    1-2: no effect
		    3-4: 1BD is evoked
		    5: 1HC is evoked
		    6: 2SP and 1LC are evoked
		
		Evoked units are immediately put in the battle

[Exploration Table]

1d6	Result
1	The information about the area was correct: no changes.
2	The area is reacher than expected: add 1GP to the Resources of the Area
3	The area is poorer than expected: add 1GP to the Resources of the Area
4	Unexpected ally: the area became part of your empire without any need of combat
5	One random defending unit deserts: do not consider this unit in the combat agaisnt the defenders
6	The defending force is stronger than expected: roll 1D6 1-2: add 1BD 3-4: add 1SP and 1SK 5: add 1HC 6: add 1SK and 1EL

[Event Table]

2D6*	Event
11-13	A donation of a good ally:+4 GP
14-16	Unplanned expenses: -4 GP
21-24	Unexpected enemy attack: roll 1D6 1: 3LI 2BD 2: 2SK 2LI 3: 2LC 1HC 4-5: 5MO/Orcs: 4 6: Wizard 5MO/Orcs: 4
25-26	Local guide: add 1MP to your army for this turn
31-33	Industrial growth: a region increase revenues by 1
34-36	Famine: a region decrease his revenues by 1
41-42	Epidemic: your army lose 1D3 random units.
43-44	Mercenary units join your army: roll 1D6 1: 1SK 2: 1LI 3: 1BD 4: 1SP 5: 1LC 6: 1HC
44-46	Unrest: a region doesn't produce any revenue this turn
51-53	Treason: a random region previously controlled became hostile (remove the GP and Troops)
54-56	New Ally: a random region adjacent to your realm became part of your empire (add the GP and Troops)
61-62	Bad weather: no movement in neutral/hostile territory is possible this year
63-64	Good Omens: in this turn you can benefit of 1 column shift to the right for the first 2 rounds of a battle
65	Poor Omens: in this turn you must suffer 1 column shift to left for the first 2 rounds of a battle
66	One kingdom ally to the Xytyan Empire (24): select the nearest random territory to the empire capital and mark it as controlled by this empire.

* Roll 2 dice and read as tens and units (e.g. 5 and 3 = 53)

[Area Table]

1	5$ - 2SK 3BD 1SP 1HC 1LC	9	1$ - (2SK 4LC 4CH 1HC)
2	2$ - 2SP	10	1$ - (4MO/Worms: 10)
3	2$ - 1HC 4LC	11	3$ - 2LI (2BD)
4	2$ - 2LI 2BD	12	2$ - 2LI 2BD
5	4$ - (4MO/Orcs:4 1MO/Troll:8)	13	4$ - 1SK 2BD 4SP 2HC 1LC
6	2$ - 2CH 2LC	14	0$ - Area is impassable
7	2$ - 2HC 2LC	15	3$ - (2SK) 3SP 1HC 2LC
8	2$ - 1SK 2LI 3SP (Wizard)	16	2$ - 1SK 1LI 2BD

17	2$ - 2LI 1BD 1SP
18	1$ - (1SK 1LI) 2SP
19	5$ - 2LI 6BD
20	2$ - 4LI (2MO/Giant:12)
21	3$ - 2SP 2BD 2LC
22	1$ - 2EL 2LC 2HC
23	1$ - (1EL 4LC) 3LI 4SK
24	Wizard 3SK 4LI 3BD 2EL 2HC 2LC 2MO/Orcs: 4 1MO/Giant:12